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The WIZARD of Oz™

INSTRUCTION BOOKLET

SETA U.S.A., INC.

SUPER NINTENDO ENTERTAINMENT SYSTEM

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The WIZARD of Oz™

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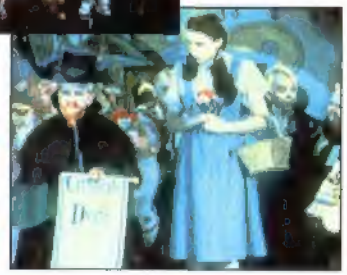
THE STORY

You've seen the movie; now live the adventure. Get whisked away with tornado speed to a land of fantastic fun and excitement. Join Dorothy and her friends on a quest to deliver The Ruby Slippers and Glinda's magic wand to The Wizard of Oz in Emerald City.



THE STORY CONT.

GETTING STARTED

Check out this section to jump onto The Yellow Brick Road and begin your magical adventure.

★ Press the **Start** button or the **B** button to advance from the game play demo to the Menu screen.

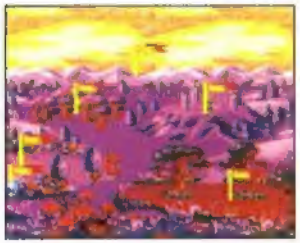
★ From the Menu screen press the Control Pad up/down to highlight New Game.

★ Press the **B** button to advance to the opening animation.

★ Press the **Start** button to skip through the opening animation.

★ You're off to see The Wizard.

In The Wizard of Oz you will explore many countries and levels. You can return to a previously completed level or play the next level. Keep on reading to find out how.



★ Press the Control Pad up/down to move the ball to a zone.

★ Press the **B** button to enter the selected zone.

★ Flags indicate a completed zone.

OPTIONS

The Wizard of Oz lets you change certain parts of the game. Read the following section to find out how.

★ From the Menu screen press the Control Pad to highlight Music or Sound.

★ Press the **B** button to switch the highlighted effect OFF or ON.

PASSWORD

Passwords allow you to continue play without starting from the beginning of the game. Passwords are given after rescuing a character or when entering a new country. Passwords are 20 characters long so write them down carefully! To use a password follow the instructions below.

★ From the Menu screen press the Control Pad up/down to highlight Continue.

★ Press the **Down Arrow** to move the cursor down to Continue.

★ Press the **B** button to highlight characters.

★ Press the **B** button to enter selected characters.

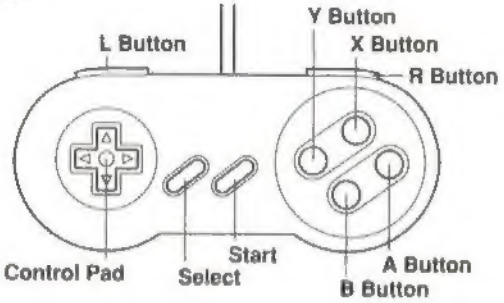
★ Press the **Y** button erase one character.

★ Press the **A** button to erase all entered characters and exit the Continue mode.

★ Press the Start button to enter your password.

CONTROL

Use this section to learn all the moves you need to defeat The Wicked Witch!



	Dorothy	The Scare Crow	The Tin Man	The Lion
X	Kick	N/A	Kick	N/A
Y	Throw/ Wand	Throw	Throw	Throw
A	Fly (with wings)	Pitchfork	Ax Chop	Claw
B	Jump	Jump	N/A	Jump
Up	Enter Door	Enter Door	Enter Door	Climb Up/ Enter
Down	Duck	Duck	N/A	Climb Down/ Duck

Start button - Press to pause during game play.

Select button - Press to select different characters.

L button - No function.

R button - Press to remove/replace screen display.

SCREEN DISPLAYS

Breeze through this section to learn about the fantastic world of Oz.

A. Hit Points - Indicates characters remaining hit points.

B. Weapon - Indicates current weapon.

C. Item - Indicates current items.

D. Tickets - Indicates current status of tickets needed to open Emerald City gates.

E. Characters - Indicates characters currently in your party.

F. Life - Indicates characters remaining lives.

G. Bricks - Indicates number of bricks gathered.

H. Press the Right button to remove/replace the screen displays.

CHARACTERS

Read all about them. Each of the four characters have unique abilities. Breeze through this section to learn how to use them.

Dorothy

Basic attack: Kick (x)
Jump: (A or B)
Throw: (Y)

Wand power ups:

Bubble Wand
Blows bubbles across the screen towards enemies.

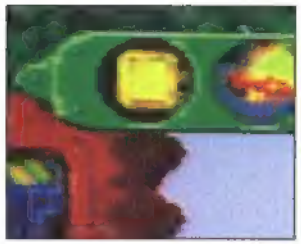
Star Wand
Fires a shooting star straight across the screen.

Special features: Dorothy can power up her Ruby Slippers by grabbing the flying slipper icon. To use the slippers press and hold the **A** button. Press the Control Pad left/right to move left/right. You will fly as long as you hold the **A** button or until your slippers run out of power. Be careful!

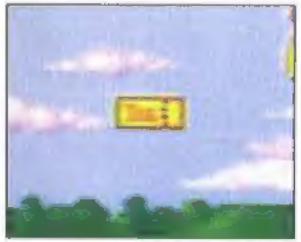
The Scarecrow
Basic attack: Pitchfork strike (A).
Jump: (A or B)
Throw: (Y)
Special features: The Scarecrow can walk on mud and stand on thin branches that no else can stand on. After all, he is stuffed with straw. Of course he also does a fine job scaring crows away.

The Tin Man
Basic attacks: Low kick (X)
High ax chop (A)
Throw: (Y)
Special features: Tin isn't very flexible and neither is The Tin Man. He can't jump or duck so keep that ax handy.

The Cowardly Lion:
Basic attack: Claw strike (A)
Throw: (Y)
Special features: This big cat can climb certain objects. Give it a try for a new perspective on the game. Throughout the game you'll find useful objects. Read the following section to learn how to put them to use.



Yellow Jewels - All characters can throw jewels (**Y** button) to blast a path down the yellow brick road. You can aim the gems by holding the Control Pad up or down before pressing the **Y** button to fire. Each jewel you pick up is only good for three shots so grab as many as you can.



Ticket - You must collect six tickets from each country to open each of the four gates in Emerald City. If you don't gather all the tickets you need you'll have to find them before you can finish the game.

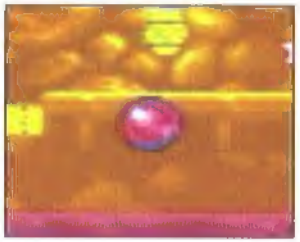
Bricks - To bridge the gorges between countries you have to collect bricks. When you finish a country the bricks you have gathered will form a bridge to the next country. If you haven't gotten enough bricks you might have to jump over gaps or you can return to a previously cleared level to find more bricks to bridge the gaps.

Flying slipper - Watch out! The slippers work for only a limited time. Be careful or you might take a tumble.

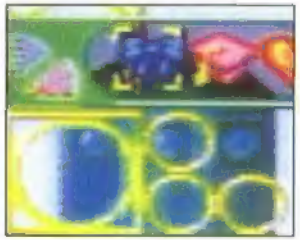
Health helpers
Each character has two special items that add health points only to them. The basic health helper adds four points to a characters health meter. The hot health helper adds four points and an extra life. Not a bad deal.

Dorothy

Health: Glinda's Bubble

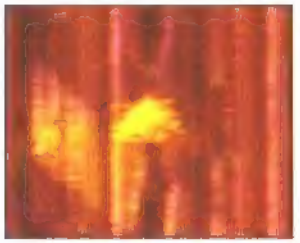


Life: Blue Bow

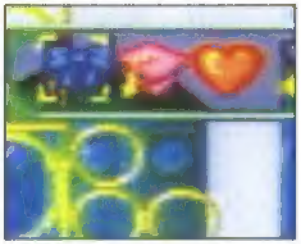


The Scarecrow

Health: Haystack



Life: Graduation Cap



The Tin Man

Health: Oil Can

Life: Heart

The Cowardly Lion

Health: Tofu (He's a vegetarian, you know.)

Life: Medal

If you get stuck try this section for some friendly advice.

- ★ Practice! You can't always solve every puzzle or beat every level on the first try.
- ★ Use different characters. Each character has unique abilities. Use the one that is best for each level.
- ★ Some levels have warp doors. Warping through certain doors will send you to a special area filled with hard to get special items.
- ★ After rescuing a character go back to earlier levels and look for special items for the new character.
- ★ Once you clear a level you can return and collect items such as bricks and extra lives.
- ★ Look for Toto's dog bones. One of Toto's treats indicates that you are close to a puzzle and solving puzzles can help you out, and if you don't get it the first time try again.
- ★ All characters can pick up items for other characters.
- ★ Once a character is gone, they are gone for good. Keep an eye on their life power.
- ★ Remember the kick, chop, poke, and claw basic attacks. They will help you out.

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NOTES

Somewhere over the rainbow you will find **The Emerald City**, and when you must leave the fantasy land of Oz, take home your Emerald City in dazzling Austrian crystal.

The Emerald City, designed by artist Charles Castelli, is an official licensed edition from The Wizard of Oz.

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From the project team of

SETA U.S.A. INC.

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The Scarecrow

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The Tin Man

Turner Home Entertainment

Yo Ted...Great Group of People!!! Thanks

Lois Sloan	Carole Postal
Michael Tabakin	Ed Casey
Donna Scott	*The Cowardly Lion*

EMI Music Publishing

Marsha Tannenbaum	*...and Toto, Too!*